

# SHOVEL KNIGHT

INSTRUCTION BOOKLET

# The Legend Begins!

Long ago, the lands were untamed, and roamed by legendary adventurers! Of all heroes, none shone brighter than Shovel Knight and Shield Knight.

But their travels together ended at the Tower of Fate, when a cursed amulet wrought a terrible magic. When Shovel Knight awoke, the Tower was sealed, and Shield Knight was gone.

His spirit broken, a grieving Shovel Knight went into a life of solitude. But without champions, the land was seized by a vile power: The Enchantress and her Order of No Quarter!

Now, the Tower is unsealed, and devastation looms. A new adventure is about to begin...



# Getting Started

## Starting a Game

When you begin the game, the Title Screen will appear. Choosing 'Start Game' with  will display a menu where you can create a new Shovel Knight game, or continue.

### •Creating a New Game

Choose a save file (1-9) and press . After entering your name, you can start the adventure from the beginning using that file.

### •Continuing Fom a Saved Game

You can see the collected items and progress of each save file. Choose an existing save file to continue a saved game.



# Getting Started

- [Copying a Save Game](#)

Choose the copy icon on the Profile Select. The cursor will change. Move the new cursor over the file you want to copy and press , then choose any other file to copy the save data over.

- [Deleting a Saved Game](#)

Choose the trash can on the Profile Select. The cursor will change. Move the new cursor over the file you want to delete and choose it to delete. You can also choose “ALL” to delete all saved data, including feats and options.

**Be careful! Once a saved game is deleted, it's gone forever!**

- [Saving Your Progress](#)

Shovel Knight's progress will be saved automatically anytime he returns to the Map Screen after successfully clearing a stage, defeating a wandering enemy, returning from the village, or other map events.



# Cross-Save

## •Upload

Sign into PSN<sup>SM</sup> to upload save data to the server. Uploaded data can be shared between the PlayStation®Vita , PlayStation®4, and PlayStation®3 versions of the game.

## •Download

Sign into PSN<sup>SM</sup> to download save data from the server. To download data, you must use the same online ID you used to upload the data.



# Controls

Take a few minutes to become familiar with your controls. It's the first step toward becoming a Shovel Knight master.



# Map Screen

## The Map Screen

Move Shovel Knight on the Map Screen with the Directional Buttons. Move him over a square on the map and press  to visit that area.

### •Shovel Knight

Use the Directional Buttons to move Shovel Knight around the map.

### •Path

You can move Shovel Knight along paths to reach your destination. Sometimes, a path is blocked by a locked door or enemy!

### •Info Panel

This displays your health and gold totals. It also shows a reminder if you have items to return to the village. If Shovel Knight is standing over an area he can enter, the name and details for that area will appear.



# Field Screen

## The Field Screen

Shovel Knight's main screen has lots of information! Here's what it all means.

### •Gold

Your current amount of money. Gold is used to buy everything, so search for treasure everywhere!

### •Relic Icon / Magic Meter

You'll begin the adventure without any Relics, so try to find one soon! Relics cost magic to use, and each Relic costs a different amount. You can increase your Magic Meter at the Magicist!!

### •Life

Your most precious resource! Shovel Knight loses health when he touches an enemy or hazard, but can be restored with food! Your maximum health can be increased by giving a Meal Ticket to the Gastronomer!



# Sub Screen

## The Sub Screen

Use the Sub Screen to get geared up and ready for action! When on the Field Screen, Press  to open and close the Sub Screen.

### •Relic / Gear Tabs

Here you can switch Relics and read about their functions. Move the cursor over a Relic to select it. Press  to switch between your Relics and Gear Tabs.

### •Cursor

Move the cursor with the Directional Buttons.



# Pause and Options

## Pause and Options

### Pause Menu

Press  while on the Field Screen or the Map Screen to open the Pause Menu.

### Resume

Resume playing the game.

### Options

Configure game options like controls and volume levels.

### Feats

Feats are little challenges within the main game. There are many Feats, and some are tough to pull off! You can look at these Feats

from the Pause Menu or the Title Screen. Try to accomplish them all and challenge your friends!

### [Return to Map](#)

If you no longer want to play a level, you can choose "RETURN TO MAP" from the Pause Menu. You will lose everything you earned in the level. It's like you never played it at all.

### [Back to Title Screen](#)

Return to the title screen without saving.

# Secret Tips!

- Invincibility!

After getting hit by an enemy or hazard, Shovel Knight will flash and become invincible for a moment. While he is invincible, quickly slip by any difficult areas.

- Look for Secrets!

Sometimes what looks like a dead end is really a secret path! Try shoveling suspicious-looking walls or large areas of land and you might just find a reward.

- Relish Your Relics!

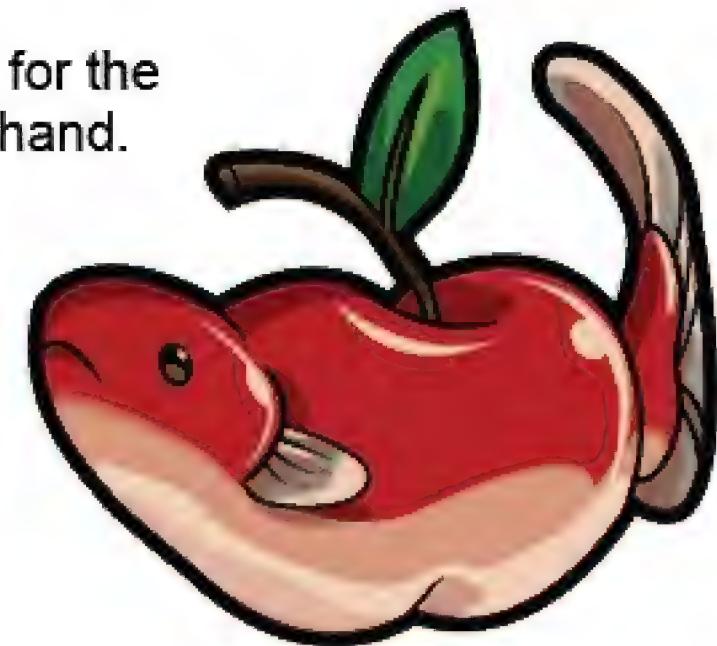
The Shovel Blade is a dependable weapon but it isn't always the best tool for the job. Some tough spots can be a lot safer when you have the right Relic in hand.

- Use the Screen (part 1)

Enemies and hazards disappear when Shovel Knight leaves a screen and goes to a new screen. Use this secret to escape tough enemies.

- Use the Screen (part 2)

Some enemies and hazards return to their original position when Shovel Knight returns to a screen that he previously left. If you want to reset a situation, just leave the screen and come back!



# Support Information

For questions, game tips, and support, please contact us at:

[www.yachtclubgames.com](http://www.yachtclubgames.com)  
[support@yachtclubgames.com](mailto:support@yachtclubgames.com)





## **WARNING: PHOTOREACTIVITY / EPILEPSY / SEIZURES**

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your doctor before playing.

**IMMEDIATELY DISCONTINUE** use and consult your doctor before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- eye or muscle twitches
- disorientation
- any involuntary movement
- altered vision
- loss of awareness
- seizures or convulsion.

**RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR DOCTOR.**

## **Use and handling of video games to reduce the likelihood of a seizure**

- Use in a well-lit area and keep as far a way as possible from the screen.
- Avoid prolonged use of the PlayStation®Vita system.  
Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

Software licensed for play on PlayStation®Vita systems in the Americas.

Use of this software and PSN<sup>SM</sup> is subject to  
applicable user agreements and privacy policies found at:

**[www.us.playstation.com/support/useragreements](http://www.us.playstation.com/support/useragreements)**

The Sony Computer Entertainment logo is a trademark of Sony Corporation. “PlayStation”, the “PS” family logos and the PS Vita logo are trademarks of Sony Computer Entertainment Inc.